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The Pimp Game...

Instructional Guide

By: Mickey Royal

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THE PIMP GAME

By

Mickey Royal

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AN INSTRUCTIONAL MANUAL
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Dedication

Mickey Royal—To my favorite writers, Paul Dini and Rickey (Slick Rick) Walters. To Gorgeous, my sister and lover and only friend, thanks for believing in us. Thank you, Georgeous for helping me form the Royal family.

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Chapter 1

THE GAME

There's only one game and the game is pimping. You can play or be played; it's your choice. Either you're in the game or at the game. By choosing to play, you will have control over yourself and others. It's all game. You can be who ever you want to be if you can get just one person to believe you. Philosophers, prophets, kings, etc. have pondered the mysteries of life, God, and human behavior and all of them stumped out at the same dead end. As long as there has been life the game hasn't changed. The game is the structure that spins the world. The game is god-sent. The Lord gave us pimps, and hos for pimps to feed off of, the same as the Lord provides the world with predators and prey. Why? Is it fair? It's life, and is life fair? Life can't be something that it was not intended to

be. Asking God, "Why isn't life fair" or in other words "Why ain't I winning" is just as silly as asking the Lexus dealer "Why isn't this a Cadillac". Because it's not nor was it ever meant to be. The designers of the Lexus had the Lexus only in mind during its design. Life was never intended to be fair; it was intended to be lived.

Life is a gift from God. Imagine it's Christmas and you buy someone a gift. Now imagine that this person constantly complains about the gift. Would you ever do anything for this person again? This ungrateful person did nothing to deserve this gift and he wants more or something different/better. Doesn't that attitude make you want to take the gift back? Now you understand why God helps those who help themselves and "God blesses the child who has his own". The gift of Life is the only thing you'll ever receive for no effort, for free. From the time you come into the world you start paying. If you don't appreciate the gift God gave you, give it back. He won't give it to you again.

The game has simple rules to follow, simple ones because I know them, have learned them. After reading this book, so will you. Mastering the game will require you to have

hands on experience. Life represents the gift I speak of. This gift is a game and a game has rules. Either you play by these rules or you wander aimlessly through life unhappy because you have a precious gift and don't understand the directions. It's frustrating. The gift will appear to be a curse and your own life will become the ultimate burden. If you don't play the game or pimp, then you'll end up paying a lot for the gift of life, something you didn't even ask for.

Humans play the game sometimes unwillingly, but animals have no problem following the rules in which they were created. Animals have no problem with the food chain. A gazelle has only one purpose in life and that is to feed cheetahs and lions. The gazelle has no problem with this arrangement. Dogs kill cats; cats kill mice. You'll never see a herd of lions running from a single zebra. Animals follow the laws in which they were created. The game is the structure itself. The lion is the king of the jungle. Why? The lion isn't the smartest, strongest, fastest, or the best hunter. So, why is he the king of the jungle? Some scholars believe that his title stemmed from the mane of the lion. Some believe it's his roar. The male lion doesn't hunt or kill. The male lion just eats and forni-

cates. The male lion (let's call him Leo) has a pride of five or more female lions. They live with Leo and they do all the hunting and when they kill their prey, the female lions bring it back to Leo- for him to eat first. The only time Leo fights is to defend or increase his pride. Usually the fight is with another male lion. Leo rests upon his throne, at the top of the food chain. How did he become king and why does he remain at the top?

Ancient Egyptians knew the lion was king of the jungle. Everywhere you look in Egypt and museums with Egyptian art, you see cats. Sometimes the figures or statues are half cat and half human. Take the sphinx for example: Here you have a lion's body with the head of the Pharaoh. What did the Egyptians know? What secrets did the books in the library at Alexandria contain? What were they trying to tell us?

The Pimp and the King are one and the same. Cats possess natural born instincts of withdrawal, emptiness and expectancy of above-average treatment. And because of this, a cat is even treated differently by humans. Example: a dog defends and protects the home, his master and even provides entertainment. The cat does none of these things

nor even attempts to do so. A dog will even respond to an English name. A cat won't. I have told many people that a cat (house cat) is not domesticated; he just chooses to live among humans. The dog has been domesticated. By domesticated, meaning that a dog has totally submitted to the point where he is completely dependent on his master. If you throw your cat out, he will be able to hunt and survive. After thousands of years of the house cat's so-called domestication, he still has his abilities to hunt and survive, as if he were still in the jungle.

The Egyptians recognized this and erected statues in honor of the inner power of the cat and combined these statues with Pharaohs in whom they saw the same powerful qualities. These are the huge statues you find at the doorway of the pyramids in uniform appearing to be guarding. What would a king protect? If the pyramid is a tomb for the dead, why would guards be needed? I have stated many times before that pyramids are not tombs, but monuments to the game. The Nile in Egypt is the only river in the world that flows north. A pyramid flows up and trickles down. All goes up, to the top before it comes back down. This is the structure. This is the only structure there is. The game isn't ever gonna change and it's

up to you to decide for yourself if you're gonna be a slave or master. It takes all kinds to make a world and there are many levels to a pyramid. Walk with me as we begin our journey. And remember – the journey of a thousand miles begins with a single step.

Only the names change, but the game remains the same. As you read this section, you'll never look at life, people or situations the same again. Your whole outlook on life will change; you will have sight beyond sight. This chapter will set the foundation for the lesson to come. The structure of pimps, hos and tricks is the structure on every job, in every house, in every relationship. This is the only way balance is maintained. Have you ever watched t.v. or a sports news station and you hear that a major sports team was bought or sold for 100 – 300 million dollars? If you keep up with sports, you can name twenty athletes off the top of your head with contracts ranging from 10 – 100 million dollars. Now, ask yourself how many athletes or former athletes own teams? It's obviously not an economic issue, but a psychological one. The athletes don't own teams because they know their place. It would upset the balance of the system. But before I go into the history and mechanics of the game, let me introduce you to the

principle players. Don't look at pimping as anything other than what it is. The only game to play.

There is only one game and that's pimping. You have always had and you will always have the employers and the employees. You have drones, worker bees and a Queen bee. You have the owner of a basketball team; you have basketball players. You have a coach and you have fans and spectators.

Let's take the owner and match his characteristics with Chapter One's description. The owner is usually quiet, stays in the background, is mysterious and, of course, powerful. He is seldom seen and is almost never seen with his players. He keeps his distance from all aspects of the game that don't directly concern him. He's there for the draft (when the Ho chooses) and after that the player deals with the coach and agents and other players. The owner most likely has never been a basketball player. The owner puts out the least amount of effort and reaps the highest reward, from the labor of others. Is this fair? Yes! Why is this fair? The owner is the only one taking an irreversible risk. If a player is on a losing team, the player can ask to be traded. This holds true for the coach

as well. The fans and cheerleaders can go root for another team, but the owner can't. He can't jump ship. He can only swim or sink with it.

Therefore, it is imperative that the owner keeps his "game tight". The tighter the game, the brighter the light. The brighter the light, the better the players (hos). The better the players, the better the fans (tricks). Loyal fans mean cash for an owner. An average owner will draft a superstar and just have him play sports. More money is made off of shoes, hats and jerseys than the game. A player will grow bored if his full potential is being overlooked and choose another team. An above average owner will take a superstar and work him until he drops-not just sports, but also t.v., movies, endorsements, etc.

A player's time is limited, so therefore a good owner and a well-schooled player both sell as much as they can while they can. They both know that with every ho there comes a time when the tricks stop biting.

If the owner is the pimp and the players are hos, then what's the coach? The coach is your bottom woman; you can't pimp effectively without one. The owner is never

seen with the players. Shaq and Dr. Jerry Buss don't hang out at clubs together. Such activity would interfere with his ability to delegate authority. The coach is the direct line between the owner and the players. The coach, who usually is an ex-player, is obeyed like a god. The coach is your recruiter. The fans are tricks-Fools that support the whole industry. We'll meet them all one at a time in the next chapter and you will see where you fit in. Then, upon your completion of this book, read this section again and see where you wish to fit in. If you wish to be a pimp, then Mickey Royal will help put you on your road to pimpism.

The game is to be sold and not told. By writing this book, I am violating this rule. I feel it must be done because the influx of hos and tricks, and with the lost art of macking, has turned the game upside backwards. Hos are running the game now right into the ground with the dead pimps who once ruled with Iron Backhands. First, understand that all of your preconceived ideas of what a pimp is, injected into your brain by movies, videos and old stories, have to be erased. You might think a pimp is some man in a pink Cadillac with three White girls and two Black girls in the back. That is a pimp if these women are sell-

ing their bodies and submitting to his management. But, the game is so much more than that. Once you learn what a pimp is, you'll learn how to become one and how they operate. Once you become a pimp, you'll have to learn the game. Then you'll have to **get** some game. You'll also be able to recognize game, when, if and how it's being played. If the game is being played and you're not a pimp, then you could be getting pimped and not even know it. After this instructional guide, you'll be able to peep game.

This book teaches you how to be a pimp and how to master the game. You can take or "buck" another pimp's game; you can develop your own game or you can take on the role of a hustler or mack and carry a pimp's flag or lease some space in his already established game in which to operate. A true pimp can't be pimped. A true pimp understands the rules of the game and when his time is up. But this book is not about the game. The book is about pimping and pimping is more important than the game to an individual because if you ain't a pimp, then why play the game. Only the king enjoys living in the castle. If you're a servant, then what difference does it make where you serve. A peasant who lives in the castle is still a peas-

ant.

I didn't bother to write about my career as a pimp or hustler or mack because I am teaching you, the reader, how to pimp and a true pimp is only concerned about himself. Gorilla pimps (no brains, all muscles) have had words with me already about me revealing the deepest of secrets. The more you know and the less the next man knows, the more power you have. Throughout this book, you'll see that word a lot - - POWER!!! One star per stage is the rule and the spotlight is always on you. One king per kingdom, one pimp per game and you'll have to learn how to peep game in order to buck the game. Example: you walk into a restaurant and you do a headcount of the customers to see how much cash is coming in. That's the way a trick or an amateur looks at a situation. A pro or pimp doesn't look; he peeps game. A pimp counts the employees, not customers. Unless you have an inside connection, then to count how much money coming in would be impossible. Why? Because, that figure changes day to day, hour to hour. You can measure how much is going out. If a restaurant has 8 employees, just real quick you say: 8 employees times $5.50 per/hour equals $44.00 times 12 hours per/day = $528.00. times that to how often

the armored car picks up the cash in the safe.

A pimp peeps game in a matter of seconds. You look, but a pimp sees. After you read and understand and read again, you'll peep all game. Most activities are, in fact, beneath you. In any business you have a manufacturer, distributor, wholesaler, retailer and customers (the tricks). You have pimps, macks, hustlers, hos and tricks (consumers).

How to knock a bitch and transform her into a ho? It is an intricate process of psychological destruction and emotional construction. How to tell the difference between a pimp and a mack? You will learn ALL by reading this book. You'll be able to peep game and read between the lines and interpret a situation for what it truly is. They're all players in a game where the winner is chosen before the game even starts. Now, remember that pimps (kings) are born and not made. If it is in you, it is probably being manifested in a non-encouraging environment. A seed is one part of a four part equation. To grow, a seed needs soil, sunlight and water. A seed can't grow outside of a proper growth environment. Just as a pimp can't mature into a true pimp without game. A game is to a pimp what

soil is to a seed, elements in which his powers flourish and ripen to where he reaps the maximum benefit.

The more you fall in love with yourself, the more you'll be hated by the masses. They will be jealous, envious, and in some cases, they will be hero worshipers. But don't fall for that. Remember the masses are hos and tricks who are subconsciously driven by their insecurities and inadequacies on the road of life. In life, there are drivers and passengers. Everyone you don't see in the mirror when you stand alone in it is beneath you. There's only one game, pimping. There can only be one game per pimp.

As true with every game, there are players. Each player plays a specific position. The CEO, pimp, king or whatever title the boss holds-is to keep everyone else in his place and everything in its place. This is called getting your game together. Once your system of irrigation flourishes properly without flaw, this is called having *airtight game*, which is then referred to as "gametight". Once a pimp starts *leaking* (losing some game), the process of patching up holes in the system is called getting your "game straight". The system is the game. You can create

your own game or lease space in a bigger pimp's game.

To peep game means to see something for exactly what it is, to read between the lines-to properly assess a situation because you must peep game before entering.

"Look before you leap." To run game is to be in the process of working your magic on a victim who is not skilled or seasoned in the game and has no defenses. When game is being run on a pimp, game recognizes game, and the game runner realizes his efforts are useless. That is the precise point when they (the two pimps) speak the truth between them.

Chapter 2

THE PLAYERS

The Pimp

"The Prince of Darkness is a gentleman" – William Shakespeare's King Lear. The pimp is evil personified. I've thought long and hard of a visual aid, a picture to give you of a pimp. When you think of a pimp, think of a vampire, Count Dracula. The pimp has no love in his heart for a ho. A pimp has no love in his heart for any but himself. When he establishes his game, he constructs paths so all roads lead to himself. The pimp wants your soul. He must have your ALL, just as a vampire needs blood to exist. For a vampire to have life, he must absorb that which gives you life. To be a pimp, you must first give up

all lusts for the flesh. A pimp has to rise above earthly lusts in order to control them from the top. Rising above vices is almost impossible when you yourself are weighed down by earthly lusts. This is the reason religions and/or cults profess money as the root of all evil. Some even have you give up all worldly possessions. From the outside looking in these religions seem to be pimping. Like how Catholic priests who work in the private sector send all of their pay to the Archdiocese and receive a small allowance instead of their salary.

Now on the inside, my opinions of this have changed on that subject. Having risen in the game to a height where I've received sight beyond sight, it is clearer. Worldly lusts are merely handles in which the hedonistically inclined can grasp and control. A pimp is not impressed by money, sex, or items of self indulgence. This is a skill that doesn't come naturally. A pimp must work hard at this. A pimp's nature goes against human nature. A pimp must wean himself off anything that would give someone else power over him. If a ho or mack or trick wants power, it must come through the pimp. A pimp makes sure of this.

Emotions are equally as dangerous. A pimp can't show

emotions. He isn't happy or sad. If emotions are what a ho wants from a pimp, then it costs her; she must earn it like everything else. A pimp is a shell. He feeds off of your soul, like a vampire. A pimp must be chosen by a ho. A ho must choose him, like a vampire must be invited in. The victim must invite him in. A pimp will never enter any life or situation without an invitation. A pimp can't choose because a pimp wants nothing on the surface and has the appearance and persona of a man who can deliver everything. He can make your pain go away. A pimp has the power to deliver heaven or hell to your doorstep at any given time. That's how a pimp is loved and feared at the same time, like a parent and like a God. A pimp delivers.

To be a pimp, one must give up loves and lusts. Almost like a man wearing a tool belt having to walk through a metal detector. A man wearing a tool belt has to take it off, his keys and anything made of metal. You can't pass through a metal detector without setting it off without shedding the metals before you pass through. This is a crucial step. A true pimp doesn't have sex with the women for a specific reason. A pimp who succumbs to the temptations of his women, will be put in the same

category as a trick by his ho. The power gained through his distance and anonymity would be jeopardized by such an action. He could lose his ho, and "leaking" or "Ho Loss" is the first step on the journey to gamelessness. It's part of the price you pay for the life you lead.

A pimp has to be above his product and women or sex is his product. Have you noticed that coaches are ex-players, but sports team owners have probably never played the game. Think of Dr. Jerry Buss or Jerry Jones. It's business only, not personal. Keeping that in mind, you'll understand the mandatory distance. If you love something or have a passion for it, you can't exploit it. To exploit, according to Webster's Dictionary, means to make use of something selfishly or unethically. When you love something, you subconsciously protect it. You won't hurt nor let anyone else hurt that which you love. When you have a passion for something, an inside burning desire, you can't pimp it. The passion is the blood that breathes life into your art, like blood to the heart.

Remember, the vampire has no family, no friends and no peers. The vampire has subjects under his spell. The pimp has no soul except the souls he collects. Once beginning on his journey, he has forfeited his own soul for the power to take others. If it ain't about you, it doesn't exist. The world does revolve around you. I use the definite article "the" which implies ONLY. There is only one world a pimp lives in and that's the world he creates.

Your world or "The" world is your game. A pimp is all powerful in his world like the king and his kingdom. To increase his power, he can either expand his game or tighten his game. If there's a crack, then a wedge can be placed between you and your ho by another. Macks are always looking for cracks in a pimp's game. One crack and a mack can come between you and your ho. Nothing is to ever come between you and your ho. A pimp's main source of power is his anonymity. He must know everything about his hos and no one can ever know anything about him. A pimp has the power to appear everywhere and nowhere at the same time. A pimp is the God in a ho's world. The only reason people follow, love and fear God is because he remains a mystery. That's why people equate God with a spirit. A pimp does and says only what needs to be said and done. A pimp must never appear human. To appear human is to appear vulnerable. Putting up a fence keeps people out at the same time keeping you

in. Isolation is part of that price I refer to.

As a pimp you can't afford being upstaged or outdone in your world. You're a prisoner in the life you've chosen. Privilege weighs evenly with price. From the outside looking in, a pimp appears to be cold, cruel and unfeeling. In some ways he is unfeeling, but cold is the reaction, not the action. I've seen young macks and pimps who take on a phony cold persona in order to appear pimplike. No matter how you change the outside, you must change the inside first and the true pimpdom will come out. The inside changes first, and it comes out. The out can't change first and then inside. Those phony pimps who do that don't get the same results from their hos, which frustrates that phony pimp. This causes phony pimps to physically abuse hos. A true pimp never rules by force, but by the choice of his hos. But the first mistake is to think a pimp is cold.

A pimp isn't cold; he's empty. Imagine a room full of furniture, a warm, cozy living room. Imagine each article and object in the room to be a human quality and/or emotion. The couch is sex, the table is love, the t.v. is lust for material items. Visualize every article in this room. Now

visualize yourself taking each article of furniture out of the room one at a time until it is completely empty. Have you ever noticed how calm, peaceful, powerful and cold a room gets when it's empty, completely empty? The actual temperature drops. With matter comes the heat or energy that matter generates and gives off.

Picture a dead body. A dead body is cold because it's empty, there is the absence of life, of a soul. A body is an empty shell. It reflects out and once life leaves a body, the outside becomes cold and its temperature changes, as does its appearance.

An empty room is whatever the "renter" wants it to be; it has no form. The potential of an empty room is limitless. The room becomes what the renter needs it to be. A pimp's job is to deliver, period. A pimp is the room to his ho (the renter) and a pimp becomes whatever she needs: a father, brother, friend, protector, child, lover or whatever. His identity depends on her need. That's why a pimp deals with his hos one on one because he's different things to different people and at the same time, everything to everyone.

A pimp's power is felt and identified the moment he steps in a room. His power screams without making a sound. It spills over into the laps of all who are present. Remember, FAMILIARITY BREEDS CONTEMPT. Once his presence is felt, his absence is mandatory in order to sustain his power. The longer he's seen and the more people know about him, the more he appears human. A king's power base is his castle. He is insulated and protected by his kingdom but outside his kingdom, he's vulnerable. A king has mastered the art of being felt and obeyed without being seen. The North Star can be followed because it remains on top of you and out in front of you. How can a peasant follow a king if the king walks beside his followers? The leader of the pack must stay at least one step ahead of his followers.

Bill Clinton is attacked in a way that no President has ever been before him. President Clinton was ridiculed for lying to the American people about an extramarital affair with Monica Lewinsky and others. His impeachment was even being called for. President Reagan lied to the same people, the American people, about selling arms to the Contras and trading weapons for hostages with the Iranians. Oliver North took the fall and the American people

kept their opinions to themselves and went back to work. Reagan stayed in his place as our Emperor, so the American people stayed in theirs as loyal subjects. The people follow the leader in every way.

The worst thing about first impressions is that you never get a chance to make a second one. So as a pimp or king enters the game, the way he enters the game sets his pace and oft times determines his longevity. That's why a pimp gets his game straight before stepping into "The Pimp Game". You crawl in and you'll wait tables at the party. You walk in alone, and remain a mystery and the partiers will attempt to mingle with you.

Bill Clinton walked up to the door and on the Arsenio Hall Show, he crawled into the game and has had to explain every action since. The second that Bill Clinton played the saxophone before the world on this show, he became human to the American public. This stunt got him elected, at least the young Black vote. The stunt on MTV where he admitted to marijuana use got his young White vote. For stunts like these, he has been hunted since he hit the White House. He (President Clinton) lowered himself to the status of an average citizen with these actions.

Once that happened, the people of America demanded that the same rules apply to him as with the rest of us, the average citizen.

Once that happens, there is no turning back. A pimp is no-nonsense from Day One. Don't set a pace you can't keep up. A pimp is being watched at all times, as if he's on t.v. His hos, tricks, macks, hustlers and other pimps are watching him closely for cracks in his game. By being on top of his game and ultimately on top of "The Game", he (the pimp) can see problems before they start. By doing this, he can cure the problems before they are noticed by anyone else. This is his job, to keep his game tight. If a pimp has a bottom woman, she will keep his game tight while he increases his game. Also, by being on top of his game, he (the pimp) is able to see opportunity before anyone else and commit his stable to it. From the outside looking in, it appears to the average eye that a pimp can see the future. A psychic can see the future. Sometimes seeing the future is as easy as paying close attention to warning signs and acting on them. Like a masterful fire-breathing dragon, all wise, powerful, deadly and mysterious, the pimp has no questions and all of the answers. A pimp never hears the word "NO", because he never asks

questions, which require answers of approval.

The pimp limits his desires to limit his disappointments. A disappointment is an undelivered expectation. Any disappointment a pimp allows himself to have in front of his hos can/ will be seen as failure which can /will result in a crack in his game. A cracked pillar is the first sign of the destruction in any foundation. A pimp's thoughts and desires are kept to himself. The only thing he is allowed to pursue and is not penalized for is power. But power comes with a price. The price a pimp pays for power is isolation and responsibility. A pimp keeps them guessing or as the comedian says, "keep them wanting more".

The Mack

Let's meet another player in the game, The Mack. Pimping is an art form used by pimps. Macking is an art form used by macks. Macks practice a style of pimping that is almost opposite to the reclusive lifestyle of the pimp. A pimp (king) is sometimes wrongfully labeled as a leech or bloodsucker. He (the pimp) looks like he's receiving something for nothing and this is the reason he is surrounded by an air of hatred. A pimp has this tag because people from the outside looking in never see him work.

But a pimp works hard.

A mack works out front in the open. You see him. His high visibility is a necessity to sustain his power. He is liked and admired up close. A pimp makes stars, but a mack is a star and hos and tricks are just supporting actors in his stage show. If a pimp is a king, then a mack is a prince. Most self-proclaimed pimps are not pimps, but macks. A ho chooses a pimp, but a mack chooses his hos. The biggest difference is that a mack is not empty, nor secluded. His room is full. The mack enjoys the fruit of his labor.

A mack must mingle among the commoners to build his power. I've met many macks , but very few pimps. If a pimp is a vampire, then a mack is a snake. A mack is a wolf in sheep's clothing. A mack is cunning, cold, a con man to the core. The mack is extremely dangerous because he's full of smiles and firm handshakes and inviting eye contact. Like a snake, he appears as your friend. He sells his ho with the idea of team or family. A ho feels as though she's making an investment with a mack, as opposed to the complete servitude relationship with a pimp.

A mack is a high priced ho who has mastered the arts of submission and persuasion and has moved into a position to pimp himself, as well as others. He (the mack) has all of the skills and knowledge of a pimp, but what separates him from a pimp is the fact that a mack's desire for money and approval outweighs his lust for power. A mack enjoys life, women and everything he can consume for self-gratification. Macks have limits, as opposed to a pimp who will sink to unfathomed depth to possess yet another soul.

A mack is pimp and ho at the same time. He is in love with the game and chooses to serve a life sentence. A pimp is feared and worshipped, but a mack is loved and coveted. He must watch his back at all times, though, because the very members of his own crew or entourage are always looking to replace him. He behaves like a local politician on a small town campaign trail.

Charm is his main weapon. His charm is a light, a flame of possibility that attracts the attention of harmless moths. Moths can't help but be drawn to the light. The power of the light motivates them. The more powerful the light, the

more moths will come and be mesmerized. While in this euphoric trance, the mack steals their souls, dreams, etc. With this flame that draws the moths, this same flame catches the attention of bees. Bees in search of nectar for themselves are drawn to the light and they bring stingers with them. These stinger- equipped bees with deadly intentions are not in the mack's trance. The mack's light attracts the attention of an equal amount (50/50) of prey and predators. The mack, much like the pimp, trusts no one....

A mack's biggest problem is the jealous atmosphere his charm creates. Because of his high visibility, he's a constant target and potential threat. A mack must be liked because he's not a pimp, but he's pimping and yet, remaining one of the guys or team captain at the same time. To coin a phrase, a mack is "the enemy among us". When a pimp knocks a mack, a mack will in turn, knock ho after ho for himself and pimp alike. That's if the mack is carrying the flag of a pimp. The mack kicks up anywhere between 10 to 50 percent to his sponsor (pimp). A mack is not being pimped by a pimp, but sponsored for extra street power. Because a mack has a desire, he is sometimes led and blinded by his greed. Some macks buy into a fran-

chise of an already established pimp. If a pimp has a strong reputation and tight game, a mack will oft times submit to a pimp, combine stables and give the pimp power over him (the mack) to increase his bankroll. Who gets what? The pimp has expanded his kingdom and increased his power. The mack got more money out of the deal and also the use of the pimp's flag. Think of a prince. He has the same power of a king, but has not made the sacrifices that the king has made. The prince enjoys most of the same privileges.

Another mistake that macks make is when they start to believe their own cheerleaders. A mack never sits still. He's never at home; he's always on the go, on the move, a major player. A mack is not self-centered or self-absorbed, like a pimp. He appears to give a damn (so the ho thinks) about the ho-just as a manager appears to give a damn about his artist's personal needs. A mack makes sure his hos don't have a worry or need. A mack has material desires, but what separates a mack from a ho is a mack is totally aware of the situation at all times. He is an opportunist. A pimp is not running game on a mack; he can't because "GAME RECOGNIZES GAME.

The one most important trait difference between a mack

and a pimp is that a pimp will risk it all , for it all and a mack can't and won't.

The Ho

The ho is the pillar that holds up the very game. She is the most exploited and abused member of the game. But without the ho, there would be no game. I used the pronoun "she" when referring to a ho. But understand that hos are about 50/50 male/female. I use the feminine pronoun to show submissiveness. The ho is the only member/player in the game that doesn't receive what she expects. All players depend totally, in one way or another, on the ho. A mack or pimp can't have strong game with weak, lousy, lazy hos. She is a slave to the game. But in all fairness, a pimp, a mack, ho and hustler are all slaves to the game. Only the trick can come and go as he pleases in and out of the game.

A ho is enslaved by her own admission and by her own desire. Imagine a horse pulling a plow chasing a carrot tied to a string. The horse has an inner need. (hunger) The carrot can fulfill that need so the horse chases the carrot blindly. Unaware of the fact that she is pulling a plow because her desire is so strong, it's blinding and intoxicating which causes this horse to block out all but the carrot. In the meantime, the farmer (pimp) is getting his field plowed. The horse eventually gets the carrot, but only after she has plowed an entire carrot field for the farmer.

She, the ho, is a professional victim who is well-skilled in game. Every aspect of the game, from tricks to pimps and even the game itself, are mastered by the ho. She is the oil that greases the wheels of the game. The ho actually schools the pimp or mack in the proper ways to exploit her. Any pimp who says he didn't get his game from a woman is lying. She is his first teacher. She teaches him how to pimp and even recruits others for him. I've seen it done best in the music business. An artist will actually teach his executive producer (CEO) about the details of the game and will, in turn, get the CEO to sign the artist's friends to contracts so that they all can be cheated and make the slave master happy.

The first ho becomes the bottom woman , usually. The bottom woman is the most loyal and she often mothers the pimp. She has watched him grow and develop and is very proud of him. One pimp per stable and only one bottom woman per stable. A ho never leaves the game; the game

ejects her. It's the game and how it's played, nothing personal. When she can no longer produce what's needed of her, she is ejected from the game. The soul she sold to the pimp for entry into the game is never returned.

Just as an athlete can't say goodbye, neither can the ho. Oft times, the athlete won't even be in need of money. Usually, it's not the money; it's the game. The game is so intoxicating that the athlete won't even be aware of how ridiculous he looks. Some hos just want the opportunity to ho. Just as some basketball players just want to play ball. A basketball player doesn't retire. His knees do. There comes a time when the athlete "just can't do it" anymore. When he can no longer attract fans (tricks) and can no longer be drafted (chosen by a pimp) or picked up by another team, he retires.

A pimp will work a ho. He has to suck her dry because her stay is limited in the game. The tighter the pimp's game, the longer his stay. The pimp sucks a ho dry and when she can't turn another trick, she becomes a burden. Then it's back to the curb. A ho's longevity depends on her marketability. She is in constant search of ways to sell herself. Think of the actor who as a young man does love

scenes and romantic features. As he gets older, he will redefine himself into fatherly or tough guy roles. Sean Connery is a perfect example. He is more valuable now than he was when he was James Bond, all done by redefining himself. The actor/ho who fails to redefine himself when he is too old to play romantic leads, finds no work. What makes a ho? When I first entered the game, I used to ask myself this question. It would bother me to the point where I had to evaluate my own self and my purpose in the game. Why would a ho sell her body all day and night and give her money to a pimp when she appears to be doing all of the work? Now, be fair and ask why does a boxer pay a manager 20% to tell him, from round to round, what he knows. The boxer is the only one in the ring. The boxer is the only one getting hit; he's taking the risk, so why does he have the manager? The boxer's time is limited and when he can't do "it" anymore, that manager will manage someone else and the boxer will go home. That's the game and the boxer knows that coming in.

Most people, male and female, are hos and tricks. If you have an interest, passion or desire that you are willing to chase, you can be pimped. Desire and lust affect your

judgment. Another difference between a mack and a ho is that a mack desires money. Money can be seen and touched. A ho's desire can't be fed because she has a need that isn't material—security, love, acceptance, confirmation of one's sense of self worth, etc. Just as young men join gangs for the same reason, a ho exchanges something she can see for something she can't.

This leaves the door open for exploitation, abuse and misuse. It's the same as a basketball player who plays professionally. I know some pro players personally who don't play for the money; they love the game itself. World championship or a pick up game at the park, they play hard and with intensity.

A ho has low self-esteem, a low sense of self-worth. ~~A ho has to want something in order to be pimped.~~ To be led or misled, one has to want to go somewhere. A ho believes a pimp can get her what she needs. A ho looking for a new life, will most likely choose a pimp. A ho looking for a better life is more likely to choose or be chosen by a mack. A mack sells a ho a dream like a manager promising to take her to Hollywood and make her a star. By the time she realizes she's been had, she's trapped. A ho is in

pursuit of her own fantasy and she feels the pimp knows the directions or is already there. She can't leave because tomorrow **might** be that day. That day when that dream or fantasy she's chasing comes true. The same reason why that horse can't stop pulling that plow. The horse believes that each step, each pull of the plow brings a new hope of the dream coming true, eating the carrot.

A ho needs a cause to champion. She will carry a pimp's flag with pride, just like a trucker wears his Teamster jacket with chest swollen pride. The ho needs that feeling that one belongs or is a part of something powerful. Once a ho, always a ho. Hos, macks, hustlers, tricks and pimps are born from the womb. A pimp's power is the ability to see them early and categorize them accordingly. The ho is a book in and of herself. She worships the game that's destroying her. That's why I use the term "intoxicating" throughout this book. Exactly like a drug, you're not in control. You're not in your right mind and it feels good until you hit rock bottom. Rock bottom is when damage evolves into destruction. Like an alcoholic worships the whiskey that's killing him, she (the addict/ho) is addicted to the high. This high costs plenty.

The ho is the most difficult to understand. She raises the "why" question. A ho is never happy, never satisfied. She is looking and searching for a world that doesn't exist. She is pondering answers to questions that have long been forgotten by her. She pays a pimp for entry into a fairy tale world. She pays in money, time, self-respect and her very soul.

The Bottom Girl

The bottom girl is the most loyal and important of all the pimp's hos. She is the only one who loves him. When the pimp stumbles, it's the bottom woman who catches him. When he goes to jail, she bails him out. She is not For Sale. If Don Corleone is a pimp, then Clemenza would be his bottom woman. She teaches him the game and nurtures him to supremacy.

On the basketball team, she's the coach. A bottom girl is a ho who has gotten too old or worn out to sell herself, but she can't leave the game. Her knowledge is priceless and she can't go to her grave knowing what she knows without using it. She chooses a pimp and immediately starts schooling him on his hos. She was first and when he starts leaking (losing his game), she will be the last to go.

She's wise, but weak, emotionally, mentally and spiritually destroyed or broken. If Count Dracula is a pimp, his bottom girl would be Igor. She's destroyed, not damaged – broken, not broken in. What's the difference? Damaged is when something can and/or needs to be repaired. When something is destroyed, it is damaged beyond repair.

A pimp is born, not made. But the skills of pimping and macking are taught and later developed and mastered. His first and only teacher is his bottom woman. Even if he has a mentor, an older pimp who schooled him, he (the pimp) can't enter the game without the possession of at least one soul. He must walk through the door with a prostitute.

Once you knock your bottom girl, she will go out and recruit hos for her pimp. He has absolute power over his bottom woman and has so absorbed her soul that he has an almost telepathic connection with her.

A bottom woman is a coach. Just as the basketball coach knows everything about the N.B.A, a coach is usually a former player. He (the coach) knows the ins and outs of the game. The coach is the one who teaches even the

owner about the day-to-day mechanics of the N.B.A. The coach is the least paid on the team, but the one who works the hardest. He serves out the remainder of his life sentence to the game as a teacher to those newly entering.

The bottom woman deals with hos on a daily basis. She gives the pep talk before the games, so to speak. She comes up with reasons for the hos to continue when they invent excuses to quit. Why? Because she loves you and wishes more than anything to see you on top. Why? Because when you knock her at that point, she doesn't share you, yet. She's knocked before you actually become a full-fledged pimp so she witnesses your transformation. She's proud and even boasts of the fact-*she has contributed to a living manifestation of greatness.*

The Hustler

The hustler is more commonly known as a player. But, I don't use the term player to refer to the hustler because they-the pimp, mack, and the hustler and ho, are all players. A hustler is a player without a game. He's a mercenary in his own right, a gangster without a gang. A hustler usually has a separate game like drugs, gambling, loan sharking or some white or blue collar con going on.

The pimp's isolated introverted lifestyle forbids contact or revealing his human side. The hustler is the only friend a pimp can have. Why? Two main reasons: 1) They speak the same language. They are street wise equals. Game recognizes Game, so the truth is always spoken between them. They have a mutual respect, a bond. 2) Their games don't conflict. The hustler is usually in partnership with the pimp.

The hustler is also an introvert, but he enjoys. The hustler enjoys the game like a mack, but must exclude himself like a pimp. He is a street manager, always scheming, always moving. He is a loner; his human contact is to a minimum. He possesses pimp powers but chooses not to deal with the mind control games that the pimp deals with.

The Trick

The fan, the consumer, is the one who lives to work and works to buy that which life will never give him. He's that nobody who dreams of being somebody. The trick is very valuable. The trick is the reason the ho can't leave the game. The trick gives the ho the only control she has in her life. She doesn't control her comings and goings. She has no control over her money, emotions-nothing.

But she controls the trick. The pimp can't show her love because if the pimp does, then she won't need to seek temporary love from the tricks. The trick supplies her with the warmth and affection her emotionally destroyed soul craves.

When you ask an aging athlete why they can't retire, they say, "The roar of the crowd". The crowd makes the basketball player stay on the court and the owner makes it all possible. The pimp has successfully delivered the ho's fantasy, paid for by the tricks. The difference between hos and tricks is that the trick pays for this fantasy C.O.D. He pays in full and receives in full. The ho finances her fantasy over time with exaggerated interest rates. She never is able to pay in full or to receive her fantasy in full.

Chapter 3

CENTER OF ATTENTION; TRANSFORMATION

Step One: You must begin social suicide. Start withdrawing from family, friends and places where you are known to frequent. You must appear too busy for day-to-day socializing. Example: If you see certain people twice a week, drop it to twice a month. Do more listening than talking and never be asked to leave. You leave in the middle of the conversation, preferably at the height. That will show that you have no interest. When you speak now, after you have withdrawn, you will have your followers' undivided attention. Your money, time and attention all have to be spent on you. You are the only thing that takes your attention. If it's not about you, you can't care. Your life and activities must remain a mystery. It's the mystery that will draw them closer to the flame. The flame will

ultimately burn them. But, before they burn, that same heat generated by the powers within you will warm and comfort them. This is your transformation to mack or hustler first, of course, depending on the route you choose.

I found it personally easier to go from hustler to pimp as opposed to going from mack to pimp. A pimp and hustler are two sides of the same coin. A pimp is loved and feared at the same time by the same people. That's a skill and a talent. A talent is a power that one is born with. A skill is a power one learns and develops. If you have what it takes to be a mack, you already know it. This book is for those people who don't have it but can be *taught* to pimp. If one goes from mack to pimp, he will create a wedge in his own kingdom or stable which can result in his own demise. Remember, a mack is the ho's friend. The pimp is her parent. The mack walks with hos. A pimp walks before his hos. When you go from brother to father, your hos will feel betrayed.

Back to withdrawal!!! That charisma that only the genius and the insane possess, that flame in which you will snag your victims, this is how you strike the match. You must step above your flock. If you aren't over them, how can

they look up to you? Wherever you are, you have somewhere else more important to be. Time is always of the essence. Nothing excites you. Nothing angers you; it's all beneath you. You have to make yourself special. It's human nature to seek acceptance from that which rejects them. An abandoned child will spend countless hours as an adult searching for his/her birth parents. This child can have perfect adoptive parents, but when this child finds the birth parents, the grown child will refer to them as mom or dad. Psychologists have it wrong. It's not that a child needs his birth parents. It's the fact that humans must find that which is lost. Another example: a person could have 200 bucks to go shopping. Now, let's assume this person lost 10 dollars. 9 times out of ten, the person will be more concerned about the lost ten than the remaining 190. The person won't be able to function, let alone shop until *that which is lost is found.*

You can become anything as long as one person believes you. They will become interested in you or in other words, the flame will be spotted. They will have an uncontrollable interest in your life because you have shown absolutely no interest in theirs. No eye contact until they have chosen your flame to lead them. When the attractive

woman walks by, you must be the one yawning and walking away. They'll chase her and she'll chase you and you can begin the recruitment for your first stable. When your physical, emotional, and mental withdrawal is noticed by your flock, you will start to be the subject of every conversation. You won't be there, but you'll be talked about. Step two: the art of being felt without being seen or heard, like a king. When you walk into a room, pause, look all around the room, then enter. The words, "I don't know" can't ever come out of your mouth. If you don't know something, then the proper response for a pimp is, "I don't care".

When you begin your withdrawal and you step above the rest, you can't ever show weakness. You have answers to every question but no questions of your own. You must know everything about your hos, but they can know nothing about you. The less they know, the more they'll want to know. This is all a part of the process of becoming the center of attention. Your jewelry, clothes, bank roll, your castle, as well as your women will all be noticed and talked about. You are not to associate with anything that doesn't create an air of admiration, envy and curiosity. Admiration will make them listen to your every word.

Envy will guarantee their undivided attention. Remember, *we covet what we see everyday*. Envy will have them paying attention to detail as well as keeping your name on the tip of their tongues. This is the first and most crucial step to your goal…immortality. Curiosity will keep them around longer. The longer they are in the presence of the flame, the warmer they'll want to be. The closer they get, the more you get, Dig?

You will command a great deal of respect. You must! It's in their human nature to seek the approval of their patrons and mentors. The reason pimping is so hard is because it goes against human nature. Macking is not against human nature. That's why macks are smiling and laughing and pimps are stone-faced. Being a pimp is hard, you have to think before you speak, always. You have to keep up with how, when and where you're seen. You must act as if you're on camera at all, I repeat, all times. A pimp gives up his right to mortality and becomes an entity. You're now making yourself as inviting as possible to be chosen. The ho has to choose you. Once she chooses, then eye contact begins. Eye contact is to acknowledge ownership. You now own your ho. You don't look at, talk to or show interest in any ho who does not.

choose you. You can choose a ho, but it's risky. Remember, your power is your anonymity and your arrogance and distance are your protection.

If a pimp chooses, then the pimp is admitting to the ho that she has value. Also, his powers can't protect him. The King of Spain is all powerful in Spain. He directs and enforces his power from his castle. If he goes to France, he's powerless. He must let the French people come to Spain in order to rule and govern them. Fidel Castro is all powerful in Cuba only. He has no power in Japan. That's why it's so important to be chosen.

A ho to a pimp is worth nothing. She is actually worth everything, but he must make her believe that she is worthless. A pimp buys her soul. Once she has sold her soul, he has all power over her life. But he can't take it. She must give it to him.
How does a man or woman sell his/her soul? When you put a price on that which is priceless to you, you have then become a ho. A ho will look to choose a pimp to whom to sell her soul. For what? What does the ho get in exchange? The ho gets in return whatever she has exchanged for her soul. She gets that in which she has put

above that which was once sacred.

Once she realizes what she's done, she has lost her soul. Her soul belongs to the pimp and in her soul lies her self-esteem. The pimp, therefore, owns her sense of self. The ho appears to have no fear when at the side of her pimp. He can give her permission to believe in herself, but only with his permission and with him, her pimp. But the pimp can't ever return her soul because what he gives the ho, she can't return. .

The ho receives the glory of being close to the light. She gets to ride in his car, escort him around, all the while her value is going up. A basketball player will put himself on shoes and billboards once he chooses an owner. (pimp) The owner of the team works him to death, every way that he can. The basketball player gives up self-respect and even money for fame and the chance to play in the game.

Let's recap. You withdraw. You make yourself as inviting as possible. You use whatever means within your power to do this. If your bankroll is limited, then you must emphasize the other areas. You lose or have lost interest in all things that don't concern you and/or directly

affect you. You become the topic of conversation when you're not around and when you're around, or there is no conversation. You ask no questions and you answer everyone else's. You will know when it's time. It's time when you will begin to be chosen. Once chosen, you have to break a bitch down. This process is commonly known as knocking. You can't take a wild tiger out of Africa, Friday and have him jumping through hoops at a circus Saturday. There is a process between the two. When Africans were brought to America, they first went to the islands to be "seasoned". (made into obedient slaves) Remember, pimps are born; hos are made.

Now, let's make one.

Chapter 4

KNOCKING: HOW TO MAKE A HO

She (the ho) must want something. Be it fame, stardom, love, money, respect, security- in order to be a ho, she must want something. That something is that which she is willing to sacrifice ALL to have. That one thing, that need, is what you must attain before the ho does. You then sell it to her for her soul. If a ho wants fame, love, it doesn't matter. You make her believe you can and will give her these things. She must feel that the best and only way is the way you're going.

A ho is lost. Either she doesn't know where she wants to be but she knows where she **doesn't** want to be. Or, she does know where she wants to be, but doesn't know how

to get there. So she chooses a pimp because he appears to know the directions. Maybe he does and maybe he doesn't. The ho pays for the journey, not the destination. The pimp never has to actually deliver; it's his choice. It's always his choice. Remember, he never, ever has to deliver.

You take away everything she has then give her what she needs. You, the pimp, are the cause as well as the solutions to all of her problems. You give her the poison, then sell her the cure. Once she has chosen you to deliver her dreams, you are in control. At this point she is not yet knocked nor is she ready to ho. She is not a ho yet. The best and fastest way to get the ho to choose you and relinquish her soul is to break the bitch down. Once this has happened, she is knocked and completely under your spell. By breaking her down, you leave her no other choice but you.

Breaking 'em down or knocking a victim is the fastest and most effective way to make a ho. Once she's knocked, then you decide whether or not to make her a prostitute. Once you own her soul, then it's your choice.

What does a prostitute do? A prostitute gives a trick what

he wants in exchange for what her pimp wants. What does *she* get? She gets that for which she has sold her soul - love, respect, security, fame, etc. And she gets this only from her pimp, *maybe*, once she has delivered the spoils of her labor from the trick. The main reason why no one leaves the game is that all of the players are receiving what they want. The biggest difference is the trick and the ho receive things they can't see or touch. They receive a feeling or a state of mind, a fantasy.

Only the pimp receives something he can touch. And a pimp never takes pussy for payment. A pimp never accepts something he can't see or touch. A pimp doesn't believe in dreams; he sells them. A pimp has no friends, only victims. Everyone, male or female, is considered a conquest or opportunity. When you're chosen, that's only the first step. When a woman has expressed a want or need or interest or desire, then, you can be anything you wish to be as long as one person believes you.

There are two ways to bring your ho under control:

Number one: After being chosen and invited into a ho's world, you must outshine everything else in her entire

world to where you become the sole-controller. You then take the helm and redirect her life to your liking, with her permission. This method is referred to as "turning out". This method is mostly the trademark of a mack. After outshining everything in the ho's life, she will show you around her friends and family. By doing that she is displaying the wonders and brilliance of your light to all that she knows. Macking is a beautiful thing. A good mack can turn a ho out and in no time, build a stable using the ho's friends and family.

She'll become your bottom girl and she'll lead them to you and even "season" them, guided by you, of course. It will seem normal because the ho's life won't be drastically changed, just redirected. Her friends won't change nor will her family. If there is no man present, then you will become lover, brother, father, protector and provider to them all. You will supply all needs. You will be accepted by the family as one of them. Once you take the helm, you then redirect the family to an alternative course. lifestyle. I've witnessed mastermacks transform loving homes into whorehouses, with business cards, 1-900-numbers and all. The downside to this way or method is that if you lose one ho, you have lost them all.

Number two: After being chosen and invited into a ho's world, you begin to pull her away from that which she loves and most importantly, that which loves her. You have to kill her spirit until she feels it's worthless. She'll then give her soul to you in order to receive the love from you that she now needs. She needs the very love, which you have separated her from to begin with. You have to turn her against the pillars of her world. Pillars like her mother, her religion, her siblings and friends, even something so seemingly small as a crush she might have on a celebrity.

Your mission is to be her oxygen, her lifeline. You must force her to make a choice between you and all of these things. If she chooses anything over you, then you're doing something wrong. Any moves she makes must be ultimately for your benefit, not hers. You must destroy her self-esteem. Start small. She is only to sit in the back seat of your car. She is not to touch you, kiss you, ask you questions. You don't ever allow her to make eye contact. The only time a pimp makes eye contact is when he's giving his ho a direct order. When doing this, the pimp can't request or show the slightest weakness.

Humiliation is one of the fastest ways to destroy self-esteem. It truly gets the ball rolling. I had a ho over a partner's house. He and I played dominoes while she was made to strip nude. While standing, still nude, people came and went. She stood still and cried while visitors came and went. She stood still and cried while visitors touched, poked, prodded and even verbally insulted her. I could feel her pain; then I made the pain stop. This process is called "breaking a bitch down" or "knocking". She walks behind you. By the same token, you never take anyone's side over your ho's. As long as she is producing, your mission is to keep her separated from her former world. How?? By continuing to destroy (in her eyes) the pillars which support her reason to live. After doing this, you introduce her to a new world which you've created. A world in which she feels that she can attain everything she desires for a small fee, merely her soul.

I've used both methods and they both are extremely successful. It depends on your preference and the ho. Every method won't work on every ho. Once you've been chosen, she will see you as Prince Charming, her knight in shining armor. Remember the rules, because once you've

been chosen, it's Showtime.

Your every detail will be noticed. She wants to make sure she has chosen correctly, so she will be looking closely for flaws and even testing you. She will try to anger you, love you, basically, get a rise out of you. You're only to show signs of mortality when she delivers something you can touch. If she says she loves you, it should go in one ear and out the other. If she delivers anything you can touch, like a cheeseburger, you then can touch her. Trust me. The deliveries will increase in value. She gets nothing without giving something.

A mack appears to cater to all of his ho's individual needs, but a pimp removes individuality from his hos. A pimp's ho desires whatever he gives her.

What's the first things bank robbers ask for when things have gone bad? A million dollars and a helicopter. They ask for things that represent money and a chance to escape. A ho is also being held captive. She is held captive by her job, her life, her kids, etc. She hates everything in her life. It's the things in our lives that make us who and what we are. So the ho subconsciously hates herself. She

is in constant pain. That's why most hos are alcoholics or weed heads. Alcohol offers a temporary relief to emotional pain. A small-time solution to a BIGTIME problem.

That's why the pimp is so powerful. He can do things to and for her that her priest, parents, children, etc. can't do. He can take the pain away. How does he take the pain away? Simple, by taking her away from the pain. He takes her places she's never been. Places that don't resemble the nightmare called her life. You rescue her from her nightmare temporarily and show her the fantasy that comes with you.

She cannot receive a fantasy until she has decided to deliver you some reality. However, she must be shown the fantasy first, then she'll spend the rest of her life chasing it. The bigger the fantasy, the harder she'll work- the same principle with the carrot attached to a stick in front of the jack ass. The more appealing the fruit, the harder the jack ass will run. You can't ever let the jack ass eat the fruit or it will stop running. If you decide to let the jack ass eat, then you must replace the fruit immediately with an even more appealing piece.

The ho is never satisfied. That is another reason she's locked in the game. The same reason that once someone starts playing the lottery, they can't stop. Heaven forbid the day they stop, the next day, week, month, year their numbers hit! A ho expects something for nothing. That is one of the biggest lures. She goes in with the idea of receiving without giving. But what happens is that she ends up giving without receiving.

Example: Millions of suckers and saps go to Las Vegas every year. They go expecting to get rich without working: something for nothing. But what ends up happening is that they leave broke with nothing to show for it. They rented the ultimate dream and paid in cash. And guess what??? THEY RETURN! Nevada didn't build those rug palaces from people's winnings. It's from people's losses. Show me a gambler and I'll show you a slave.

Women and men can be and are, both hos, but most hos are women and I'll tell you why. You'll rarely see a woman just sitting in front of a t.v. after work with a beer and a sob story. *Number One: Women want.* Remember, if there is a want, then there is an opportunity for macking

and/or pimping. *Number two: Women are never satisfied!* They bore easily. Women crave danger. They lust for spontaneity and have a need to be rescued so strong, to the point where I've seen women purposely create a situation to be "saved" where none previously existed. They did this just to see if the pimp/mack could actually deliver. *Number three: women have a strong need to be protected and revered.* Women (all women) are queens by nature, to be worshipped.

A young nineteen year old woman from Compton has no Queendom. That's where you come in. The pimp takes her (sometimes physically) from her world into another. He takes her on a tour first and shows her how she can be Number One. Then, he takes her back home. She will compare your fantasy with her reality and begin to rebel. In the beginning, whenever she gets upset or in a jam, she'll call you and you must come and take her away. This is the first step to getting her to totally depend on you. You'll start to dress her, think for her, own her. Her family will be her No. 1 enemy and she'll attack them with all she has because they are trying to keep her from that which brings her joy-You.

If you and your victim are sexually active, then slow it down. Once a week is fine. After sex, take her shopping for one item. Hair and/or nails are fine. She will develop a feeling of accomplishment. The shopping after a month will be replaced with cash. The love making turns into raw sex. She'll start to crave the intimacy and be willing to get back into your good graces. After you have broken her spirit she has no sense of self-value. Now pimp, put a price tag on the item you have manufactured.

Once the "item" has a price it will be time to sell it. A ho can't suggest a price. You set the price. I have noticed that macks set ridiculous prices for their hos because: 1) they want as much money as possible, 2) most macks take pride in the quality of their hos. I strongly disagree with this and I'll tell you why. If you put a high price tag on a ho, you can inadvertently give her a sense of self-value or a feeling of high self worth. Macks make a ho turn two $200 tricks. A pimp will have a ho turn five $100 tricks. Tricks can't live without it. It costs nothing to produce. She will never run out of it. She has it, she sells it and she still has it.

Chapter 5

NO DEPOSIT; NO RETURN

You don't do anything for her without receiving sex. You have to get it into her head subconsciously that money and favors come from sex. She still needs you. A ho needs a pimp. I've known outlaws (a ho working without a pimp) and they had less money and spoils to show for their work than hos with pimps. A pimp works like a sports agent. An agent gets his athlete t.v. commercials, movies, shoe endorsements in the off-season and the best basketball contract during the season. No break. Me, personally with my hos they would turn tricks in the day, dance in the evening at a strip club, dance at bachelor parties at night or turn more tricks. When at home, they would monitor

the web site. During the week, they would film porn movies and magazines (if possible). The options are limitless.

They say Don King is a pimp. I know several pro boxers. The ones with Don King have more money than the ones without. A pimp is a ho's protection. The ho needs physical, financial, emotional protection and security. The pimp provides structure in her structureless life.

The mack gets a ho sprung on himself. But a pimp knows better. A pimp gets a ho sprung on The Game. That's why a ho leaves a pimp and chooses another pimp. *The Game is strong.*

After your victim is in the habit of exchanging sex for favors, then now it's time for her to be tested. Her first trick should be someone she's met. A friend of yours, preferably a hustler. Why? He's in the game and at the same time not a threat. Her first time, you might have to stay in the house. If you have knocked her correctly, then she'll have no choice. Why? Because as she was getting sprung on The Game, she burned her bridges. Keep her on her toes, keep her off-guard. A pimp destroys a ho's world and creates a new one that caters to him. If she

wishes to leave, you must let her go and forget about her. She'll come back if you don't chase her. But she must work her way back.

You as a pimp must keep your Game straight. Always keep your front together. No matter how your Game is doing, even if you're leaking (losing game and/or hos) you can't ever downsize. Whores panic at the sight of an earthquake. Remember, if she wanted instability, she could have stayed where she was. Once you lead the ho out of captivity and part the Red Sea to take her to the promised land, she is at your mercy. She can't go back to Egypt, so she has no choice but to comply. If you can't part the Red Sea, then you will be at the mercy of your subjects. If she meets you in your Cadillac, and you change cars, you can only move up. Benz, Bentley, Rolls Royce. That's one reason why a ho never sees where a pimp lives. The less she knows about the pimp, the longer she'll stay around. A ho must earn all she receives. Remember what she's in it for. The pimp can take as much as 100% of a ho's income. I never took more than 50% because I dealt with volume, but 100%-10%-60%,, it doesn't matter and I'll tell you why.

A ho is always searching. She is driven by her insecurity and desire to complete herself. A ho has no interest in money. Her problems run deeper. A pat on the back and social acceptance is worth its weight in gold to a ho. Boxers doesn't leave the game; the Game kicks them out. A player lives life but tricks let life live them. A ho loves life but is on a quest to make life love her. Hos needs excitement and drama. Good or bad, she needs activities. You, the pimp, are to keep her busy. The pimp is the middle man in all aspects and in any situation. That's the secret. Why is a dope dealer rich? He meets a demand with a supply. The addict can't go to Columbia for a gram of coke. The drug dealer makes it possible for manufacturers and customers to bridge the gap. A bridge is a go between. You have land to the left and land to the right. They can't meet unless you have a bridge, a go between.

Now, back to the pimp.

A pimp is a God to a ho. Why? Because he can do what her father, mother, church, etc. can't. He can deliver. Find the demand, find the supply and connect the two. A pimp is in a ho's life as long as he's needed. A trick

wants sex, he calls the pimp and the pimp delivers. The ho wants something, and the pimp delivers, whatever it is.

You want to be a rock star, you choose a record company to submit your demo tape to. The record company signs you (eye contact). He puts your album out (ho clothes). You go on tour (the track) to sell your product (records) and you're paid just enough to keep you out there. When you can't sell another record (turn another trick), the pimp (record company) has no more use for you and sends you back where you came from.

Why does a ho do it? The ho isn't unhappy because she's broke. The ho is unhappy because she can't ho no more. Remember, you wanted to be a rock star and the pimp made you a rock star. He gave you what you wanted for a fee, your soul. Enjoy!

It's all Game. Do you know the difference between a religion and a cult? Quality of membership. The Church of Scientology is now recognized as a mainstream religion because of members like John Travolta and Isaac Hayes. Do you know the difference between assault with a deadly weapon and attempted murder? A good lawyer. It's all

the same Game and it's all bullshit.

The strength of a pimp comes from a ho's belief that the pimp loves her. You have to know everything about your ho. Some hos need physical abuse. Some hos need emotional mistreatment. Some hos need lies and fantasies. Why? Because you have those t.v. world hos who you have to keep asleep in order to keep presenting dreams. You have the emotionally destroyed ho who was raped by her father or uncle who you must keep crying. But she doesn't have an interest in dreams or fantasies, so the flash won't attract her or keep her and that's a bad side.

The good side is that she has no interest in money. The emotionally damaged ho is the ho you usually see with the broke pimp. She has a need to feel special and a pimp with one or two hos has the time to spend feeding her insecurities. To pimp many hos fast you have to give them what they want. You don't get a drug, then force or convince people to get hooked. You find out what people want and go get it. Never let them know how or where it comes from. A mack comes into your life on the pretense that he can help you do what you do, only better. A pimp comes in on the pretense that a better life exist through

him. " Come with me!!" He demands that only once. The ho can't resist. 99 out of 100 people desire to be a star. 15 minutes of fame, to pull up riding with a star in front of their friends and a pimp makes that possible. He allows the ho to live in his shadow and plant his flag all over town. Painting the town red, with the pimp's paint brush , for a fee.

A ho is in lust of a fantasy and that is one of the reasons a pimp can take all. She doesn't necessarily want it. She wants her peers to think she's got it. You see fat, ugly men all the time with fine women. The fat, ugly man doesn't want her sex or love. He is satisfied with driving her around and showing her off to his friends and family. Most times he pays a heavy price for this privilege, usually cash, gifts, etc. The Game is opportunity and you're in the Game now. The Game is called life. Right now, you're a trick, ho, hustler, mack, or pimp. Do you work hard for your money or does your money work hard for you? Everyday in a ho's life must be Christmas and every night must be New Year's Eve. A mack talks a lot with big hand movements, bright colors and trinkets that will draw attention to themselves. A mack is the star of the show.

A pimp has no desire to be the star of the show. A pimp doesn't wish to bring attention to himself. He displays quiet power. A mack commands from the ground; a pimp commands from the tower. I recommend the tower. The higher your position, the better your view. That's what it means to stay "on top" of your Game. See problems and opportunities before the rest and make your moves first.

A ho's eyes are always on you. She takes on the characteristics of her pimp as a dog does its owner. She speaks like you, likes what you like, loves what you love. That's why when I'm chosen, one of the first things I do is change the ho's name. Example: If her name is Nicole and her friends call her Nikki, I'll name her Candy. When she starts referring and answering to this name, she is displaying ownership. Your goal is to have her correcting her family. When her mother calls her Nikki and she says my name is Candy, she's yours. Take her!!!

Give a ho what she wants. The easiest way to build a stable is to find the least common denominator. You offer stability and excitement and a way out. You offer only one road. You give her one choice and she'll make a deci-

sion. Give her two choices and she'll sit in limbo. If you want someone to pick Door No. 2, then destroy Doors One and Three.

A ho keeps a pimp together and he keeps them moving forward. He finds and conquers more and more game for her to play. She keeps his game together and tight. A ho has the dream, but not the drive. She can't resist her pimp. He is 100% sure of himself and all he's doing. She will accept anything to get as close to him as possible. Why? Because he gets her so close to her fantasies and dreams. He starts to become the fantasies and dreams.

The reason most people are so unhappy is because life isn't enough. Work, home, kids, bills. Four things that, TAKE. Now enters the pimp who only wants to GIVE. How can she resist? He meets her needs. He is the only one in her life meeting these needs. She'll do anything to keep from going back to what she was. She'll work hard to keep him and what he represents.

Chapter 6

YES, MASTER

Keep in mind that it's all Game. The Game is different from any other game. This Game either you choose to play it or it plays you. You can't just *not* play. If you're not playing, then you're probably a trick. Most tricks aren't even aware the game exists. The few tricks who actually know they're tricks love being tricks.

A pimp sets traps and awaits his victims. You have predators and prey. A pimp is a predator. His blood lust for power is never satisfied. A pimp is always playing the Game, because he is aware of the Game. A pimp doesn't let a situation or conversation turn against him. A pimp must know when to stay and when to walk away. If it's nothing in it for you as a pimp, then there's nothing in it.

You must stay on top and above. On top of your game and above your product and any situation you encounter. The easiest way to stay above your hos is to keep your hos beneath you. They are not your friends. You are the father, not the brother. You don't ask or suggest. You shoot commands from your mouth like a general sending privates off to war, because that's exactly what you are doing.

Don't underestimate the power of love. Love was my most powerful tool. When a child is in a burning house, a parent will fight flames to save that child. Parents will run into a burning house for that child without thinking. That's the power of love. People kill for love and die for love. People search their entire lives for a piece of something they can't touch. Tricks pay cash for it. Hos pay an even higher price.

A ho is driven by her insecurities. You find out what her insecurities are and use them against her. Once you find out what brings her pleasure, use this knowledge to keep her weak, humble and working. In other words, find out what she wants and what makes her smile. You also find out what makes her cry. Most people have a desire that

they'll never have. Find out what makes your hos tick. Why?? Because a pimp is in the personal service business. A pimp delivers hos to tricks, tricks to hos and fantasies to hos. A ho's world is so painful that she will exchange her soul for entrance into any world. The pimp collects the fee (soul) and saves the ho from the life she desperately wanted out of.

Most people have to die for entrance into heaven & afterlife. But those who wish to start over but don't have the financial means, seek a pimp. Just as those who seek to go into business, but don't have the credit or the start capital seek a loan shark. You give her the excitement, drama, love and attention she covets from the soap opera stars on television. Her self-hate is the leash around her neck. Her insecurities are like handcuffs. A ho has handcuffs and a leash when the pimp meets her. The pimp figures out how to take a hold of the leash so he can yank and pull at his leisure, to his benefit. A pimp finds the key to unlock the handcuffs and he unlocks the cuffs when she is in his presence and locks them back when she leaves his presence. To the ho, the subconscious message to her brain is that HE has the power. The power to take me to heaven or hell. The power to make me laugh or cry, happy or sad

when HE pleases. The longer the pimp gets what he wants, the ho gets to live in his world and away from hers. She wants to live in a better world but doesn't know where or how. So she sells her soul for an ounce of bliss, a moment of happiness.

The ho sees the pimp as a God, all powerful. He offers an alternative world. He is in complete control of her life and emotions. He takes care of her day-to-day needs. I used to take a light-skinned ho who was tall and thin around hos who were short, thick and dark. I would point out how beautiful the darker sisters were. And how they drive me crazy. I would do the same to the White girls, and then reverse the process. What it would do is remind her subconsciously who was in control of her destiny. It also kept her on her toes. It put her in a weak, vulnerable state and my actions would draw her closer to the light, which is her power source, her pimp. That's pulling the leash.

When I ran across a ho from the ghetto, I would take her out of her surroundings, away from her "comfort zone" to lunch in Beverly Hills. She wouldn't know anyone, nor what to order and especially not which utensil to use. She

would look like a scared, lost puppy and have no choice but to look to me for direction and answers, and that's where it all starts.

I would take hos that I would knock from the affluent beach areas and the Westside, to the very different East-side. I once took a white girl from Torrance to Watts. She was scared and nervous and looking to her pimp for protection. The crowd of undesirables were hanging on my every word and she was hanging on my every action.

You keep them off balance. Keep them guessing and wondering. When a ho knows everything about her pimp, she's through with that pimp. A pimp has to be able to do anything. Anything implies no restrictions or limitations. Once a ho knows everything about her pimp, then she knows his limitations. Remember, she is never satisfied so her needs never stop and her needs are constantly changing. Never show all your cards to your ho. You're always in a chess match and your ho's spirit is the opponent.

The pimp, like the lion, has to defend his pride from other pimps. A ho hasn't the ability to love anyone because she

doesn't love herself. How can she share something she doesn't have? If a bigger better pimp comes along and spits game better, your ho can and will choose him. Remember, a prostitute is always at work and for sale. Keep your store clean and inviting or she'll move her merchandise to another store.

To fantasize, all one needs is an imagination. To dream one needs to be asleep. A fantasy is heaven on earth or everything you want when you want it. A fantasy can be a goal and oft times attainable. Example: a lot of people have sexual fantasies, like 3somes or sex in the outdoors. These things are attainable. A dream of a 5'4" White guy to be Center on the Harlem Globetrotters isn't attainable.

A mack deals in fantasy. He comes into a ho's life. They choose each other and he makes better what already is. A pimp shows her a dream and she chooses with no convincing from a pimp. That would imply that he wants her, thus shifting the power to her court. She is in a dream world that belongs to you. You make the rules, the rewards and the punishments. The longer a ho stays in a pimp's world, the longer she wants to stay. Why? Because the rules she lives by are usually contrary to real life

rules. In order to survive, she'll need re-entry into the Game. The only way through that door is that someone lets her in.

Being a pimp is a twenty-four hour job. Pimp is not a job title, but a life long commitment. Once you have made up your mind, you have agreed to push aside everything and everyone. Once you have entered the Game, your life is never the same afterwards. To sign on to be a pimp is to say goodbye to friends, family, relationships, etc.

The price a ho pays is more expensive. Example: My assistant, Gorgeous, used to dance exotic at a club with her little "sister" Sasha. Sasha was also an "escort". I asked her at what cost. Sasha, because of her job as an escort, lost her fiancé, self-respect, and any chance at a normal family life or relationships and friends. I would tell her the only thing you can attract with raw meat is a dog. I told her a ho can only attract tricks and pimps. Only people looking to abuse or to be abused are attracted to hos. She complained about the men in her life. I told her she wouldn't catch the kind of fish she catches if she changed the bait she uses. She threw away a chance to be married to a good man and lead a normal life. And why!? Be-

cause she couldn't give up the club and the Life. I told Sasha, "I hope you make a lot of money because you have paid an expensive price."

The club or the Life is so much like a drug. The longer you're there, the more you get locked into the money and drama, the deeper you fall asleep. Sasha couldn't see that the club that was so important had permanently damaged her and would eventually destroy her. Terrible is the man who paid too much for what he has.

Admission to the game costs. Tricks aren't in the Game, they're **at** the Game. They pay as they go and they pay up front. The tricks leave when they have enjoyed the show. The pimp is a prisoner in his palace. The only way for a pimp or king to have more freedom is to expand his kingdom. That's why a pimp is always on the hunt, like a predator. The price of a soul is cheap. Example 2: A cop risks his life, at gunpoint for 800 dollars a week, and in my uncle's case even less. For 800 dollars a week a cop will risk his life and in some cases lose it. For what?? And guess what?? As we speak, you have hundreds trying to join the force.

For two hundred dollars a week, a soldier will go and fight in a foreign land. Killing and dying. When the war is over, he goes back to his neighborhood, broke with nothing to show for his work but nightmares, scars and stories. And guess what?? Right now, as I write this, you have thousands of high school seniors lining up to join the service.

Don't under estimate the tunnel vision stupidity of human beings. **Find out what they want, get it! Give them a taste. Let them develop a blinding, uncontrollable lust, then offer it to them.** At that point, you'll be able to name your price. Once you find out the dog has a lust for tasty treats, you use it. Watch how easy it is after that to train your pooch. Your dog will want that treat so badly it won't even be aware of the fact that it's rolling over and jumping through hoops and rings to get what it wants. You find out what a fish wants, put **it** on a hook. Put it in the water and wait to be chosen. Once chosen, reel in your catch. It's that simple!

How and what bait to use? That depends on the size and type of fish you wish to catch. If you wish to catch or trap prey, you must put yourself in its place and think like it

would think. Since you are in the game and a step above your prey you should literally know its next move. You can't catch a shark with a worm. Your prey, for example, may be beautiful women with low self-esteem. If the self-esteem isn't low enough, you must lower it. Why? A ho is a piece of property. You're selling real estate. You buy as low as you can and sell as high as the market allows.

A house might need cosmetic work before it can be put on the market, just as a ho might need hair, nails, outfits and "attitude" before hitting the track. Just as a rookie basketball player might need to acquire more refined skills and a professional touch before moving from the bench to the court.

So now, back to fishing for beautiful girls with low self-esteem. With those hos you use one type of bait, but not too much. Remember, you can't feed a baby steak; you have to spoon feed a baby what it can handle.

You can't just pop up in the ghetto with a Lamborghini Diablo VT. You might be surprised by the back firing results. If a ho is to choose you, you have to be within her reach. If you're too much, you'll be unapproachable. Re-

member, a ho is weak. She has extremely low self-esteem insulated by her false sense of security. She is a sheep in search of a shepherd. A shepherd leads sheep to where he wants them to go. If the shepherd stops in mid-journey, his sheep will wander off. So the shepherd must always be moving.

The pimp and ho are a unit. She keeps him together and he keeps them moving forward. Two questions. What must you do to get him? What must you do to keep him? Those are the questions a pimp constantly wants to keep on his ho's mind.

Use appropriate bait within a ho's reach. At a ghetto strip club Bobby Brown will get more hos than Rupert Murdock. The hos wouldn't even know who Murdock was. But at a high society function, the situation would be in reverse with 2,000 call girls in the room.

When determining proper bait you must show them 30% of something they are familiar with. 50% of something they want and 20% of the unknown. And that unknown is never to become known. 30% to put her at ease; 50% to get her to approach and the mystery 20% is what keeps

her working. The 50% makes it impossible for her to leave. 30% is the element that allows her to trust you and let her guard down – down long enough to implement your program into her world. Her world will become yours and bring her and those who love her with it to be used how and when you so desire.

As a pimp, if you're faced with opposition, take the line of least resistance. This will make the fool s believe that they are stronger or have won a victory. As a result the fool stays. You suck them dry for what you can and when empty, discard at your leisure. A pimp never says good-bye, never looks back and never asks permission to be himself. Hos and tricks worry about what other hos and tricks think and feel about them, so they never become who or what they want to be.

They become what is expected of them by those who "care" about them. You give her permission to be herself. You would have given her life. Controlling a ho is like shooting fish in a barrel-easy, too easy. Humans are so weak. They will curb their own future and desires to please another. Hos are their own enslavers. Taking the line of least resistance makes a loser feel as if he's won.

You still get what you want by compromising and she feels as if she's done something. By winning a small victory, this will help keep her in the hopes of scoring another one. It's the same philosophy casino slot machines use. They let you win enough to keep you playing so they can get it all.

A pimp never answers self-evaluating questions. Self-evaluating questions are actually sarcastic comments phrased in the form of a question designed to belittle, embarrass and put you on the defensive. A pimp can't ever be on the defensive. He has too much at stake. As soon as a conversation or situation takes a turn for the worse, he should leave or just hang up the phone.

You must stay in your place if you expect the ho to stay in hers. It works like a seesaw on a playground. If you sit on one end and weigh it down, the person on the other end is in the air. As soon as you get up, the other person comes crashing down. They can't stay up in their place if you don't stay in yours. As long as you're a pimp, they will be hos. If you're secure in your place, then they'll assume the position. A ho is like a horse. She knows when a boy is riding her. Most cats that I've met who

claimed to be pimps or macks were nothing more than well dressed tricks.

A human can be made into a ho if there is a desire. If a ho is chasing a dream, imagine her running fast. A pimp hitches his plow to her back and she plows his fields without even being aware of it. A trick is called a trick because he walks away with nothing and he has no power.

Pimps over ho and hos over tricks. A trick is a man who works hard for his money to give to a bitch who gives it to a man like himself.

A pimp is in the same position, to a point. A President's power is already outlined when he comes in office. A pimp has to build his own kingdom and defend it. Tricks come and go but dedicated hos are hard to come by. In this business, the customer is not always right. Never take a trick's side over your ho's. You'll find another trick for your ho faster than you'll find another ho for your trick.

Chapter 7

GAME RECOGNIZES GAME

"One cannot be betrayed if one has no people". This quote should ring throughout your head whenever you are in doubt or lonely in the castle you've built. Walls keep all out, but they also keep you in. "There shouldn't ever be anything in your life that you can't up and walk out on in 30 seconds if you have to."

I never have a problem with remaining completely unattached. I personally find the ho's insecurities and total lack of strength to be nauseating. A pimp appears to be cold. Coldness is what others feel in the presence of a pimp. Like a dead body is cold because there is a complete absence of life, just begin to extinguish all desires

and passions from your world. That's the first sign post on the road to immortality. What doesn't live, can't die. That's why they are called the seven deadly sins. Vanity, sloth, gluttony, greed, envy, lust and wrath are all human characteristics far more powerful than mere desires. Desires can change but if you're driven by one of these sins, a pimp will be your driver for life and you'll never be in control. If you have a ho with a sin, be careful because you're meddling with powers you couldn't possibly yet understand.

The meek shall inherit the earth, but they won't keep it long. Human beings are the only species in which predators and prey are not defined at birth. A cheetah is born a cheetah; a gazelle is born a gazelle and never will they change places. But with humans, you also have predators and prey. But the identities and roles aren't as clearly defined and that's why I wrote this book.

The Game is where my loyalty lies. I want to see as many people hip to and on top of the Game. Life will have a clearer meaning once you find out where you are on the ladder of life and how to move up. Pimps are needed!!!! Just like quarterbacks are needed. If Joe Montana doesn't

throw the ball, then Steve Young will because the ball will get thrown.

When you go back to work tomorrow, peep Game. Recognize who the tricks are-the consumer. Recognize the hos-the employee who does the work for hourly pay. Recognize the Bottom girl-the foreman or manager who keeps the place running and knows all the ins and outs and is paid $1.50 more an hour than the other hos. Recognize the mack-V.P.'s and president. Recognize the pimp-the C.E.O. If you can't move up, move out.

The C.E.O. has made a decision to put aside all in order to build his company (stable). In a pimp's life, he must stay on top of the Game, keep it straight and keep it tight. Upon making this decision he has accepted the fact that everything else in his life will suffer. The children will be neglected, wife will be ignored. Friends and family will become obsolete. There is only room for one in this mirror and that's you. To pimp in the pimping game you will pay and suffer.

In order to keep your position, you have to be in position. Imagine it! Imagine having a perfect body as long as you

stay in the house. As soon as you leave the point of having and not sharing and showing? Is it worth it? Well, to me it is. But you'll have to decide for yourself. This is the reason most potential pimps become macks. I've never been too comfortable with the position of mack because the position wasn't that stable. The up side is that a mack enjoys himself and a pimp appears to be sad and cold constantly. Something is always on his mind.

A mack talks to all of his hos at once. Since he is a friend or bother (remember) he can do so. They're a team and he comes across as if he's going to work with them and that they are all working together. A pimp talks to his hos one at a time. Why? Because the ho may feel embarrassed by what the pimp has her do. If there are no witnesses, there is no embarrassment.

Like vampires, a true pimp can tell when he is in the presence of another. Macks, hos, and pimps can see each other. Tricks are blind. If you 're in the mist of a pride, lions, you have one of three choices. Fight, leave or buck yourself down to temporary hustler. I found that it's best to take the least line of resistance, pose as a non-threatening hustler and look for cracks in his game, draw a

wedge and eventually buck that Game and add his trophies to my cabinet. I see it in the music business all the time. Example: Your ho may get another offer from a mack who has more Game. She'll come back and throw this up in your face. An amateur pimp will become angered an quite possibly lash out physically. That's an amateur.

By lashing out physically, he'll almost certainly drive her into the stable of the mack. You meet his offer, add to it and tighten you grip. Also, up her responsibility, maybe to Bottom Girl. She'll feel powerful, secure, and loved. And most importantly, you'll have her for life. When a ho is approached by a mack, if she wants to choose him she doesn't have to ask permission. There aren't any contracts.

If she comes back and throws this in your face, she is not threatening you and this should not be perceived as a threat. She is actually saying, "I want to stay, give me a reason". He had made it hard for her to stay, you need to make it hard for her to leave. You are her savior, judge, jury and executioner. You must address every problem that arises in the ho's life. Her life is your life because her

soul is yours. You wanted it-you got it. When you inherit an estate, you inherit its debt also. That's part of the price of ownership. You control destinies, own souls and guide lives. The price to keep a ho down, is you have to stay down with her. To keep your foot on her neck means you can't move either.

Good luck!!! Cause pimping ain't easy, but somebody's gotta do it.

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